



## *The Resurrectionists*



One somber, foggy night outside Victorian London, a gang of resurrectionists (thieves that unearth fresh corpses to sell for medical dissection) venture unwittingly into Harrogate Cemetery.

Describe your character's

- ✗ Scrappy name
- ✗ Relationship to gang
- ✗ Special trait/possession. Something colorful and defining like: "Stealthy as a black cat in a shallow grave", "Obscene Revolver"

Divide game into THREE ACTS. Together (or widdershins starting with whomever can fake the best British accent), generously narrate/moderate each act including one related conflict.

### *The Acts:*

Example Conflicts

#### *I. Sneak into Harrogate:*

Patrolling constables. Nighttime prayer vigil.

#### *II. Navigate to Gravesite:*

Avoid groundskeeper's vicious guard wolf. Lonely ghouls.

#### *III. Sudden but Inevitable Complication:*

Lazarus.

Occult gentlemen's club raising the body.

Scotland Yard investigative séance gone awry.

"Bugger! LITCH!!!"

### *Mechanic:*

Once each game anyone can use their special trait/possession (situation willing) to *Declare Victory*, resolving their conflict.

Otherwise, each player must resolve each conflict via three rounds of rock-paper-scissors. For all, narrate cool, dramatic outcome.

### *Scoring:*

Each rock-paper-scissors round won: 1 point

*Declaring Victory* instead: 2 points

### *Endgame Tally, Epilogues:*

0-4: pinched, killed, cannibalized, went insanebecauseofohlordthebugsthebugsTHEBUGS, etc. Describe your demise.

5-6: out clean but none the richer. Describe your escape.

7-9: success! Describe your lucrative victory.

